



2023-24 Basketball Newsletter # 4

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FOCUS AREAS AND OBSERVATIONS

Here are a few recent observer comments that have been provided that need to be adhered to for continuous improvement down our home stretch of regular season games:

- Call your area – unless the play is of the “save the crew” variety trust your partners
- Move with purpose, a step, or a few steps to get the best angle. Make every step meaningful
- Continue to find the pivot foot, improvement has been noted but continue your effort
- Pre-game conferences are a must, regardless of experience we owe all involved a complete pre-game conference. Do not lag with this important responsibility
- Invest the time to re-read **Rule 4, Section 19, pages 35-36** regarding intentional, flagrant, and technical fouls. Let’s be prepared to call and properly administer these plays as they occur. Being surprised or not knowing the rule is not a reason for passing on the play
- Stay diligent with the perimeter hand-check. Continuous hand or arm bar or two hand are fouls
- Observers have witnessed and have heard several great examples of proactive crew communication during dead balls, coming together as a crew to discuss end-of-game situations within the last minute – excellent work!
- On multiple free throws, the trail shall be positioned near the 28-foot mark for the first of two (or first two of three) free throws. Many trail officials are at half court. (Officials Manual - page 174)
- When lead official calls a foul opposite the table - clear players by going around the top towards the reporting area. Do not run through players.
- Use NFHS Signals (Page 14 thru 26) and Mechanics (Officials Manual for 2 and 3 person)
- It is not goaltending nor a technical foul if the defender is trying to legitimately attempting to block the shot.

Officials: Continue to be open and receptive to the insight offered and work to improve your game on the areas being suggested. Ask yourself and be honest with your answer, what are the areas in which I have progressed? Should you have any questions or need further clarity, please reach out directly to Jo at the SDHSAA office or myself. Our goals are clarity and consistency across our entire state. Always, continued progress, not perfection is expected.

REQUIREMENTS FOR SUB-STATE TOURNAMENT OFFICIALS

1. Only certified officials are eligible to officiate sub-state and state athletic games and tournaments providing all requirements are met, including any certified official with an out-of-state address/residency, provided the official is fully registered with the SDHSAA.
2. The officials:
 - a. Must work a minimum of 12 regular varsity contest (non-gender specific) during the current school year to be eligible to officiate any post season contest.
 - b. Must complete, submit and pass the online open book exam; complete, submit and pass the online mechanics exam, attend a jamboree 1 of every 3 years. Officials must attend their initial jamboree prior to working any sub-state or state events.



2023-24 Basketball Newsletter # 4

STRIVE FOR CONSISTENCY

- Match-up Calls at Both Ends: Be aware of what our partners have just called or just passed on. If we make a call at one end, look for it at the other. Like plays deserve like calls.
- Block / Charge: Be consistent. Officiate ahead of the play. Officiate the defense. Know how the player(s) got to the floor. We can have two whistles but do not give preliminary signal.
- Post Play: Clean it up early. Try to talk to players then blow the whistle. Officiate hands, hooking, using elbows, knee in butt, displacement, verticality.
- Hand-checking: Officiate posts the same as you would guards (locked elbow, two hands). Be patient; let the play finish.
- Screening: Ensure screens are legal: within/outside field of vision. Cannot initiate contact. Sell all off-ball calls.
- Bench Decorum: Talk first (bench warning), then technical. Automatic if out of the box yelling at you or questioning your integrity. Other bench personal (besides head coach) must be seated.
- Calling official is responsible for identifying the shooter, let somebody know who it is before you leave the scene.
- Non-calling official can help by communicating (verbally or visually) to partner he has the shooter. If calling official doesn't signal, nearest official *verbally* let them know ball went in.

SEVEN-QUARTER RULE

1. Individual athletes shall not participate in more than seven quarters of basketball in a given day against any common opponent, regardless of site in which the contests are played. Under this provision a student will be able to participate in an "A" and a "B" game the same night but is limited to a total of seven quarters. Participation in any quarter regardless of length of time, counts as one quarter of participation.

NOTE: As per rule 3-3-2: "The substitute shall remain outside the boundary until an official beckons, whereupon he/she enter immediately" and 3-3-3: "A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live." Overtime periods are considered part of the fourth quarter. A violation of the "Seven Quarter" rule will result in a direct technical charged to the head coach (unsporting act/conduct) and removal of the player from the game. Refusal to leave results in forfeiture.

For clarification purposes only, Rule 5-5-3 of the National Federation Basketball Rule Book reads as follows: "A quarter(s) may be shortened in an emergency or at any time by mutual agreement of the opposing coaches and referee. Playing time and number of quarters for non-varsity game quarters may be reduced by mutual agreement of opposing coaches."

NOTE: In lower-level contests: Any halves that are played longer than 8 minutes, and not to exceed 18 minutes, will count as two quarters of play toward the seven-quarter rule limitation. For games played in halves, three halves shall equal seven quarters.

Situation: Team A and Team B are playing one another in a combination of varsity and sub-varsity contests in the following time frame: A jr. high contest at 4:30, a frosh game at 5:30, a JV contest at 6:45, and a varsity contest at 8:00. An athlete plays all four quarters in the jr. high contest and then because they are short of numbers at the sub-varsity level freshman game, the same athlete plays in four more quarters of the frosh game. **Ruling:** Illegal. Any athlete participating in any combination of these contests would be limited to a total of seven-quarters of participation. It does not matter how much time is between the games,



2023-24 Basketball Newsletter # 4

players participating in any combination of games against the same common opponent are limited to a total of seven quarters. This regulation applies regardless of the combination of games (7th-8th, 9th, 10th, JV, or varsity). The purpose of the seven-quarter rule is to encourage participation by as many players as possible and not limit playing time to a few elite players. **Comment:** The seven-quarter rule does not apply when all contests are being played at the same level, i.e., two 9th grade games or a regular season tournament.

NOTE: South Dakota basketball teams will always follow the seven-quarter rule when playing in states which play their contests in quarters. In those states which play their contests in halves, three halves shall equal seven quarters. However, out of state opponents are not required to follow South Dakota's seven-quarter rule. If member schools travel out of state for a contest, South Dakota member schools are required to abide by the seven-quarter rule. The SDHSAA provides this form. This form needs to be completed by the scorekeepers from both schools certifying the number of quarters for each contestant who participated in the preliminary game(s). Following completion of this form by the scorekeeper, the head varsity coach from both schools will sign the form attesting to the accuracy of the data completed thereon. Each member school should reproduce this form in quantities that will meet each school's individual needs.

OUT OF BOUNDS ON OWN VOLITION – FIRST TO TOUCH

Situation: A1 runs out of bounds to get around screens set by A2 and A3. A1 re-establishes in bounds while A4 is still dribbling the ball. After 4 seconds of A4 dribbling with A1 back on the court, A4 passes to A1 (first A player to touch after being out of bounds on his own). Is this a violation?

NFHS Response:

Yes, it is a violation. It doesn't matter how long the player is dribbling the ball. If the player that exited the court under their own volition is the first to touch the ball regardless of the length of time in between their exit and entrance is a violation.

Note: Dribbling or holding the ball by A4 does not count as a first touch.

SPECIFIC ATTRIBUTES APPLY TO CONTINUOUS MOTION

The concept of continuous motion helps prevent committing a foul from penalizing the wrong team. Its purpose is to allow a player to complete an attempt to score after being fouled and not favor the offending team with an immediate dead ball. We usually see it applied as a player is hacked on a drive to the basket, but it applies in other situations, too; therein lies the problem for some officials and many participants.

Many players still seem to reserve their five fouls to mug opponents before they can make easy baskets. NFHS rule 4-11-1 states:

“Continuous motion applies to a try (1) or tap (2) for field goals and free throws (3), but it has no significance unless there is a foul by any defensive player (4) during the interval which begins when the habitual throwing movement starts (5) a try or with the touching (6) on a tap and ends when the ball is clearly in flight (7).”

Play 1A: A1 dribbles toward the basket, picks up his/her dribble while running and is fouled by B1 before or after leaving the floor. It appears to the covering official that A1 was looking to dump the ball to A2, rather than shooting. **Ruling 1A:** If the official decides A1 isn't initiating a try for goal, continuous motion doesn't apply. This is a common foul, and no free throws may be awarded unless the bonus is in effect. Notice that the rule refers to "... the habitual motion of shooting ...". This means the official must decide if A1 was passing or shooting when fouled; in the circumstances, what was he/she apparently trying to do? Too many officials go for the "protect the shooter" mantra and lean toward defaulting toward continuous motion, even when the player hasn't tried a layup since the fourth grade. They shouldn't. This leads to the following variation.



2023-24 Basketball Newsletter # 4

Play 1B: A1 dribbles toward the basket and jumps to pass to A2 but is fouled by B1 while airborne. Feeling the contact, he/she tosses the ball toward the bucket. **Ruling 1B:** Since A1 wasn't in the act of shooting when fouled, he/she can't initiate a try after being fouled. Common foul, again, to B1.

Play 2: A1 and B1 are rebounding after a missed try by team A. A1 is (a) attempting to tip the ball away from B1 to a teammate, or (b) catches the rebound and is fouled by B1 while airborne. **Ruling 2:** Common foul to B1 in both cases. Tapping for goal is an attempt at a goal without gaining player control. In (a), A1 isn't tapping toward a goal, just tapping. In (b), A1 is holding the ball and, therefore, can only initiate a try and not a tap. There is no indication A1 was going to throw the ball toward the basket when fouled, so the habitual motion of the try had not started. Many officials want to call a shooting foul in (b) when it isn't justified.

Play 3: A1 attempts his/her last free throw of a sequence. B1 is in the lane space nearest her. While the free throw is in flight, B1 enters the semi-circle and contacts A1. **Ruling 3:** The free throw is clearly in flight, so continuous motion doesn't apply. This play is only interesting because the official might make the wrong ruling on the contact: B1 violates simply by entering the semi-circle before the ball hits the rim but the whistle is withheld pending the outcome of the free throw. B1 fouls when he/she contacts A1 and it is treated as a common foul. If A1 misses the free throw, it is repeated because of the violation, with the lane cleared, followed by the penalty for B1's foul. If the original throw is made, the penalty for B1's foul is then applied.

START AHEAD, STAY AHEAD – PREGAME SETS STAGE FOR SUCCESS

Done well, a great pre-game it brings confidence to the crew and helps gain the confidence of the participants. Invest the time for a great pregame. Share in the responsibilities of what and how things will be done correctly tonight. We are well into the season, continue towards a strong finish with great pregame discussions throughout the season. The pre-game conference is not something to skip or do poorly as a crew. Finish strong!

- [NFHS rules tools...](#)
- [NFHS Basketball Quiz 1: Misunderstood Rules Questions and Answers \(phillyref.com\)](#)
- [Basketball Training Videos – SDHSAA](#)

HOW TO BECOME AN SDHSAA OFFICIAL

(Scan the QR code to register)



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